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**LISTING OF CLAIMS:**

1 - 36. (canceled)

37. (currently amended) In a gaming machine having a gaming machine controller and a peripheral device with an associated device controller and a data storage device, said gaming machine adapted to play a game for a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, a A method of providing operating code to said a peripheral device, ~~of a gaming machine~~ comprising:

initiating operation of said gaming machine, ~~said gaming machine including a gaming machine controller configured to present at one or more times, via the use of one or more peripheral devices associated with said gaming machine, a game for play by a player;~~

transmitting a first signal from ~~at least one of~~ said peripheral devices to said gaming machine controller, ~~causing said gaming machine controller to provide control code to said peripheral device for controlling the operation of said peripheral device, said peripheral device used at one or more times to facilitate the presentation of said game at said gaming machine;~~

transmitting new operating control code to said peripheral device in response to said first signal, said new operating code adapted to control the operation of said peripheral device and containing a least a portion of code that is different from any operating code previously used by said peripheral device;

storing said new operating control code at said data storage device ~~a memory of~~ said peripheral device; and

executing said new operating control code with said ~~a peripheral~~ device controller of said peripheral device to enable the operation of said peripheral device.

38. (currently amended) The method in accordance with Claim 37, wherein said peripheral device includes minimum resident code enabling said peripheral device to ~~only~~ transmit said first signal, said minimum resident code being insufficient to enable the complete operation of said peripheral device ~~in conjunction with the presentation of said game~~, and wherein said transmitted ~~control~~ new operating code comprises code utilized to enable the complete operation of said peripheral device ~~in association with the presentation of said game~~.

39. (currently amended) The method in accordance with Claim 38, including the steps of:  
resetting said peripheral device;  
removing previously existing ~~control~~ operating code from said peripheral device;  
and  
utilizing said resident code to transmit said first signal to obtain new ~~control~~ operating code for said peripheral device.

40. (currently amended) The method in accordance with Claim 39, wherein said resetting step includes removing power to said peripheral device and then providing power to said peripheral device.

41. (currently amended) The method in accordance with Claim 37, including the step of:  
sending a polling signal from said gaming machine controller ~~sending a polling~~  
~~signal~~ to said peripheral device, wherein said step of ~~and said peripheral device~~  
transmitting said first signal is made in response to said polling signal.

42. (currently amended) The method in accordance with Claim 37, wherein said peripheral device is selected from the group consisting of: a bill validator, a touch screen controller, a button controller, a lamp controller, a display controller, a display, a printing device, a coin acceptor, a player tracking device, and a card reader.

43. (currently amended) The method in accordance with Claim 37, including the step of:  
authenticating said ~~control~~ new operating code before transmitting said ~~control~~ new operating code to said peripheral device.

44. (currently amended) The method in accordance with Claim 37, wherein said first signal transmitted from said peripheral device to said gaming machine controller identifies said peripheral device as a download device requiring ~~control~~ new operating code to enable its complete operation.

45. (currently amended) The method in accordance with Claim 37, including the step of:  
periodically verifying said ~~control~~ new operating code transmitted to said peripheral device, including transmitting said ~~control~~ new operating code from said peripheral device to said gaming machine controller for comparison to the ~~control~~ new operating code originally transmitted to said peripheral device.

46. (currently amended) A gaming machine adapted for presenting a game to a player once a bet has been placed and to pay a winning to the player for at least one particular predetermined outcome of the game, comprising:

~~a gaming machine including one or more peripheral devices and a gaming machine controller configured to utilize one or more of said peripheral devices to present a game for play by a player;~~

one or more peripheral devices, at least one of said one or more peripheral devices being configured as a download device, ~~said at least one peripheral device configured as a download device~~ and including a peripheral device controller, wherein ~~resident code~~ stored at said at least one peripheral device configured as a download device contains ~~said~~ resident code configured to generate a first signal for transmission to said gaming machine controller requesting new operating control code for enabling operation of said at least one peripheral device configured as a download device, said resident code being but insufficient to enable complete operation of said peripheral device, and said new operating code adapted to enable the complete operation of said peripheral device and containing a least a portion of operating code that is different from any operating code previously used by said peripheral device; and

a memory device accessible by said at least one peripheral device configured as a download device, said memory device configured to store said new operating control code downloaded to said at least one peripheral device configured as a download device for enabling operation of said at least one peripheral device configured as a download device.

47. (previously presented) The gaming machine in accordance with Claim 46 including a read-only memory associated with said at least one peripheral device configured as a download device for storing said resident code.

48. (previously presented) The gaming machine in accordance with Claim 46 wherein said at least one peripheral device configured as a download device is selected from the group

consisting of: a bill validator, a touch screen controller, a button controller, a lamp controller, a display controller, a display, a printing device, a coin acceptor, a player tracking device, and a card reader.

49. (previously presented) The gaming machine in accordance with Claim 46 wherein said at least one peripheral device configured as a download device is configured as a USB device.